

H	H	000	000	FFFFF	AAA	N	N	DDDD	M	M	000	U	U	TTTT	H	H		
H	H	O	O	O	F	A	A	NN	N	D	D	MM	MM	O	C	U	U	
HHHHH	O	O	O	O	FFF	AAAAA	N	N	N	D	D	M	M	M	O	O	U	U
H	H	O	O	O	F	A	A	N	NN	D	D	M	M	O	O	U	U	
H	H	000	000	F		A	A	N	N	DDDD		M	M	000	UUU	T	H	H

Number 26

May 2, 1982

Hoof & Mouth is published every 4th or 5th week by Donald L. Sigwalt, 125 Hebard St., Rochester, NY 14605. Phone; (716) 232-1879. It is dedicated to serving the Postal Diplomacy Hobby by providing well run games along with articles and letters concerning the hobby. The subscription rate is 45¢ per issue. Game fees are \$2.50 per game.

Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and copywrited by Avalon Hill.

Circulation: Paid-18; Trade-16; Other-20

Game Openings??? Definately

### RAMBLINGS

Well, people, the big news this time is that Porter and Linda, (as, maybe Linda should get top billing for this one), Linda and Porter Wightman's second daughter was born on April 7. Her name is Janet Wightman and she's just as cute as Heather Wightman (Janet's big sister). As far as I know mother, baby and sister are doing fine. I don't know about the pappa though. You must be doing okay, too, right Porter?

Oh, It's been a long time since I wrote about my personal affairs here so I think I'll rectify that situation now. My life has been going on as usual-I've just been too disgusted to write about it. Angie and I have been on the rocks since Valentines Day. That day started out good; the week before I had been ~~reading~~ reading "Scientific Handicapping" (the horse racing kind) and was testing out the system at Off Track Betting on Sat. and Sunday (Valintines Day). Out of 10 \$2 bets I came out \$8 behind (\$2 on lost bets and \$6 overhead; 4 copies of 'The Daily Racing from' @ \$1.50.) That was pretty good considering it was my first crack.

Anyway, after I left OTB I went straight to Angie's. Since it was Valintines Day I was looking Forward to spending it with the girl I love. Like I said, things started out ok-I had bought Angie a little card and spent \$10 bucks for a pound of Fannie Farmer chocolates. Boy did her face light up when I gave it to her! She said, "They're getting bigger every year." I guess I gave her a small one last year. I didn't remember but she did. But things went steadily downhill. Four times that day I had to play chauffeur and cart people around in the Rambler. They were situations where I couldn't say no. So I got really irritated and like a stupid idiot I took it out on Angie. I was just mad because I wanted to be with Angie and it seemed like the whole world wanted a ride that day, Anyway I said some dumb things and Angie got mad. And there was just no making up that day. That really disgusted and depressed me so on the way home I stopped at the bootlegger's house (across the street from mine) and got a  $\frac{1}{2}$  pint of Bacardi to calm my nerves.

Then in the morning before work I went uptown and got a couple  $\frac{1}{2}$  pints of 151 rum (I was really bad). So all morning I was drinking at work then I got into an argument with the boss and got fired. That didn't bother me much because it had happened before a couple times. But the next morning I started worrying because <sup>\*</sup>that hadn't happened before. Without going into detail, let me say that drinking, wasn't the reason why I was fired. It was 'personality conflict' with the boss. He always wanted things done his way but if I ever saw a better way, I wanted to do it that way. Hence the sometimes heated conflict.

So since I couldn't work that Tuesday I got drunk again. That just made things worse between Angie and I. After that it was just one petty argument after another. But the cycle continues (we went through this last year, too.) Right now she likes someone else but the last week or so we've been nice to each other (we even leave each other smiles.) I know we have a few more fights to go but someday we'll be back in the swing again. It'll take alot more than this for me to give up on her.

\*they wouldn't let me come back to work and

Ramblings Continued....

Anyway, I signed up for unemployment the week after I got fired, filled out too many job applications to remember then went to personal pool. You can usually get a couple days work a week out of that. It's minimum wage and you get to do a lot of fun jobs like cleaning up, unloading tractor trailers and putting boxes on an assembly line. I figured I'd work 2 days a week and get unemployment insurance, too. Well, the second week I was sent to Garfield Construction. A contractor was putting a new record store in at Long Ridge Mall (one of the larger Malls around here). I ended up helping him out for 4 weeks straight. Even worked a couple Saturdays for him under the table. The last week we were rushing to get the store open and I put in 61 hrs through Personal Pool (Mon-Fri), then 7 hrs on Sat (the guy paid me out of his pocket), then another 9 hrs that same Sat for the record store (called record town). Yep, I managed to get myself on the payroll as a sales-clerk. It wasn't easy since I had no retail experience. But I managed. I also worked that Sunday thereby putting in well over 80 hrs that week. Unfortunately, that was the week H&M was to be mailed out. I was just too busy folks. The zine was done up on time, and copied on time but I just couldn't get to Porter's to pick it up. I didn't have time to mail it either. Until that Sunday I just mentioned. I had only worked till 5 pm so I decided to go to Porter's to get H&M while I had the chance. We had a blizzard that day. I'm serious. This month's weather has been all screwed up. Two snowstorms, at one extreme and 10 degree weather at the other. Anyway, the roads were very slippery. I was coming home from Porter's down Alexander St., around a little bend and there was a damn car sitting there with it's flashers on. Okay, fine, I hit the brakes and head for the sidewalk. Stopped in time and didn't hit him. Didn't hit him till a pick up hit me in the rear and pushed me forward. In the process I lost my glasses. And I can only see 5 inches in front of my face without them. I couldn't see the damage to my Rambler. When I tried to move the car to the side of the road it sounded funny so I didn't run it. The guys in the pick up pushed it around the corner. So the cop took me back to Porter's house (at my request) and Porter took me home. On the way we tried to find my glasses but couldn't. So at home I found some 5 year old specs out of which I could not see. They were better than nothing but not much.

I went over to Angie's now but she was no comfort so I got drunk again. I really thought the Rambler was messed up. I remember that night I called up Woody. Had to cut it short to throw up. Woody was pretty concerned because he called me a few days later to see how I was. I was fine and so was the Rambler. The funny sound was the battery laying on the fan. So I got another battery. The little dent on the front fender doesn't bother me but the bent up taillgate does. My back window got busted up too. At least it still runs. My father found my glasses, too. They in the very back of the wagon. I had my eyes examined anyway and now I have new glasses and can really see again. That night I lost 3 payroll checks (totalling \$160) and my check book, luckily, all were found the next day. And all that was just for H&M.

Be that as it may, I'm still at the record store though only part time (like everyone else except management.) So I work weekends and nights there and during the days I go to Personal Pool again, but I latched onto another goody at Greenwich Mills (a coffee maker). I've been the one full week and they want me back next week. It may become permanent. I hope so because it'll start at \$4.50 per hour (what I was making at Phil's). But it's hard work; lugging around burlap sacks of coffee beans. And they weigh as much as me (135 lbs.). I have to drag them around, open them and dump them into a chute on the floor. Also when a load of beans come in I have to help the trucker unload them, I've done four loads already. A total of 1190 bags. Roughly 155,000 pounds. Numbers can be amazing sometimes, and misleading, too. It's not that really hard-but it does make me tired and it has shaped up my muscles pretty fast. So if I can handle 60 plus hours a week I should be rolling in dough soon.

The Rambler needs alot of work though: tune-up, shocks, front end alignment and exhaust system. (and you thought your car was bad, Kathy!)

I hope H&M will get out on time this time. I really have little time to work on it. I'm doing my best.

I really wanted to go to the last Byrne con but couldn't. Maybe next time. I did call though. Talked to Mainardi, Byrne, Arnawoodian, Martin and Caruso, too. I wanted to sing 'Happy Birthday' to Tom Swider but he was sacked out. I was wiped out, too-that was the Sat I worked a total of 16 hours.

To wrap up the personal stuff; my mother had eye surgery this past month because of her glaucoma. The inside of the eye is now infected and she can't see out of it. At least she only had to spend a week in the hospital and is now home.

My brother the marine came home for the weekend. Drove all the way from Virginia just to be here one day. Crazy. He wasn't on leave so technically he was 'out of bounds'. Whatever that means. Oh, by the way, he made lance corporal.

Hobby news? Whitestonia was faked. I liked it, especially Kathy's Korner. We all know who did it so there's no need to mention names, is there? The quote on the first page was fake also but at first I didn't know it to tell the truth. It sounded like something I might have said. I never pay close attention to what I say anyway (nobody else does so why should I?). Jack Masters was heard from again. I got issue #26 East of Eden and issue #1 of Pterodactyl which is a 'Diplomacy ratings zine'. Ptero #1 was also supposed to be Black Frog #57. Anyway, the gist of the matter is that according to the Modern Calhamer Point Count, Jack Masters is tied with Eric Verheiden for top spot on the top board. So it would appear that Jack has fulfilled his fondest desires: he had the #1 rated zine and is now 'officially' one of the number one rated players. So where does he go from there? What can he do for an encore? Nothing I can think of. Except fade away into obscurity. Jack had his moment of glory and that's about as long as it lasted, too. Was it worth it, Jack? I just have one more thing to say: If H&M ever becomes the #1 rated zine I don't intend to fold soon afterward. I'll probably keep on doing what I'm doing despite zine polls, acts of God and just plain boredom.

H&M news: a new game has finally started here. It was announced between issues and should be included elsewhere inside. Angie's sister Vicky named it 'Beatlemanis'. Vicky did a good deal of the typing for this issue of H&M. Last issue 80 AB and 79 KR were not included with the zine and sent out a little late due to the time pressures. The same may happen this issue. Sorry to treat the games so rough but that's the way it will be a little while. 80 AB was supposed to be on two week deadlines but I pulled a Dick Martin and forgot about it. Oh well.

I think I covered everything. If I didn't, so what???

GIVE THIS ARTICLE A ZERO  
BY MP BARNO

Tired of looking at boring titleheads on Dipzines? Ever want to rate a xyn "10" in the leader poll, but you decided it didn't look good enough? Many people feel that same way. You've laid down your bux for a publisher to put together 20 pages of games, articles, and letters-- and then he tops off the job by grabbing a pen and scribbling the xyn's name across the top of the first pages, makes you think he doesn't care very much, right?

That's why a new organization has been formed: the Special Interest Group Working Against Lazy Types. A Rochester publisher who shall go unnamed (forever, probably....) has taken the initiative in encouraging publishers to use good looking graphic logos. People such as Bern Sampson, Don Del Grande, Steve Langley, and our hero himself spent considerable time creating big letters composed of little letters. Others carefully use dry-transfer lettering -and some publishers accompany their titleheads with original artwork. However, there are some publishers (do I really have to name names?) who can't take a few lousy minutes to make a decent first page. Do you agree? Get behind SIGWALT today!

DIPLOMACY DIGEST 10/\$3.50 never openings monthly #57 (March)  
Mark L. Berch, 492 Naylor Place, Alexandria, VA 22304  
Reprints of the best of published DIPDOM. Some things are years back, others recent, almost always interesting - never a weather report! Most issues are on a particular subject. Latest was SON-OF-LEXICON, an update of the Lexicon issues 18 mo. ago.  
Very informative. PW

DIPLOMACY WORLD 4/\$6.00 never openings quarterly #30 (March)  
Rod Walker, ALCALA, 1273 Crest Dr., Encinitas, CA 92024  
The hobby's "Flagship" publication. In my experience its quality has varied from issue to issue. This past issue was pretty good though, as it had an article nearly identical to one published here in H&M. This was Jim Meinel's "Hobby Stability". PW.

## Isolation in Albania

Certainly no country on the Dip board is less heard of these days than Albania. For the second article in my series on obscure corners of the Dip board I again turn to World Press Review. The following article was written by Bo Bojesen for "A Magasinet," weekly supplement to last article's source, "Aftenposten" of Oslo.

Twenty seven year old, bikini-clad Commandant Mimosa sits on a rock and stares out over the Ionian Sea toward Corfu a few miles away. Nearby lies a military bunker just big enough to hold two soldiers with room for their rifles. Mimosa works in a printing plant but also is the leader of a military unit of women prepared to defend their country, the People's Socialist Republic of Albania. Now she is on vacation, less concerned with duty than with a suntan, but the soldiers who pass by make sure no one leaves Albania. "Anyone who tries to get to Corfu is shot," explains our guide.

To travel to Albania is to take a trip back in time. The Yugoslavian plane - which must fly over the Yugoslavian coast and then over the Adriatic until it reaches the same latitude as the airport - passes military installations as it rolls down the runway at Rinas airport. An officer and a group of soldiers - all with the obligatory red star on their caps, olive green uniforms, and heavy boots - return the passenger's papers after careful examination of their passports.

When asked how many flights land and take off from the field every day besides our flight and the Olympic Airways plane that just left for Athens, the airport commander replies, "None." There is one weekly departure for Rome and another to East Berlin. It is a country in isolation.

The regime led by Enver Hoxha, Albania's ruler who came to power after leading an effective resistance to the Nazi occupation, took over a land that had been occupied by foreigners for centuries. Distrust of foreigners became an obsession that turned into today's isolationism.

To become self-sufficient in food, great emphasis is placed on agriculture, and no land remains untilled. Where the countryside is not plowed by oxen, ridges and rocks are decorated with revolutionary slogans praising Marxism-Leninism, the Central Committee, and Enver Hoxha.

The number of slogans pales in comparison with that of the mushroom shaped bunkers, which appear at railroad lines, road crossings, factories, pipelines, and in the middle of fields. Our guide does not like to talk about military subjects but when pressed says, "These are a part of our defenses against foreign or domestic enemies. Danger is everywhere."

A visitor to Albania will not meet dissidents. Business travelers seldom meet the same official more than once, and student or tourist groups are not allowed to go wherever they wish. It is difficult to meet the "man on the street."

Albania has 2.5 million inhabitants, with a population growth of about 3 percent per year. Almost half the workers are young, and Leninist ideology is instilled in children beginning in kindergarten.

To achieve the national goal of total Communism, the liberation of women is especially important. According to official figures, 47 percent of all work is done by women. One sees them in the fields, in textile mills, in copper-wire factories. Women get the same pay men do, an average \$180 per month for factory and field workers, compared to about \$230 per month for doctors and teachers.

One often sees women on the street carrying wide boards laden with dishes of food. To save fuel - or perhaps because many lack kitchens - they take food to communal ovens, where they wait for it to be baked with other dishes.

Albania has made vast strides in literacy, public health, industry, and agriculture. Great efforts have been made in the production of raw materials, and the country is now self-sufficient in coal, natural gas, nickel, steel, cobalt, copper, and other minerals. But it is well known that there are problems and shortages in almost every sector of the economy.

There are no private cars or motorcycles here - only one or two hundred state owned vehicles. No cruise ship has anchored here in thirty years, and Enver Hoxha, who was educated in Paris, has not left the country since 1961.

When we visit the art museum in Tirana, the capital, the guide explains that art

must always reflect reality, and that "art for art's sake, rather than for the people's sake, is wrong." Most of the paintings are about resistance to the Nazis and about industrialization; portraits of Enver Hoxha are everywhere. "Naturally we have professional artists here," the guide says. Anyone showing talent has six to twelve months to develop his skill, and those who then demonstrate work that "reflects society" can continue to paint. Otherwise it is back to the factory.

I don't know about you but I just as soon that Hoxha stay in Albania and not try and export his philosophy. Any place that defines \$2760 per year as a good salary is no place for me. It also seems that it wouldn't be so easy to move F Tri - Alb now as it was in 1901, you'd have to contend with all those sharpshooters hired to keep people from escaping to Corfu.

THE DEMO GAME:

SEASONS SEPERATED BY POPULAR REQUEST!

Autumn 1903:

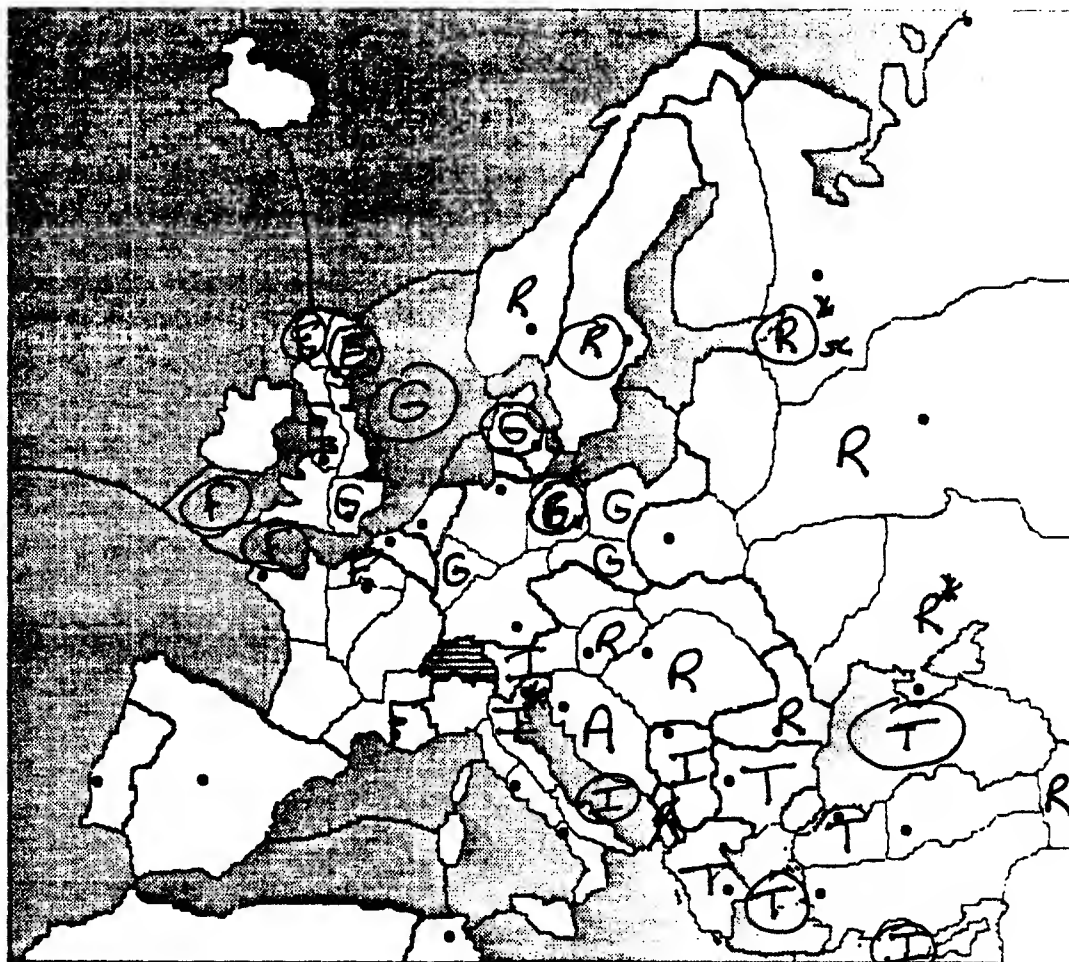
England (Baker): F Lon retreats OTB

Winter 1903:

Austria (McCloud): Disbands A Alb  
 England (Baker): even due to retreat  
 France (Simon): even  
 Germany (Tuharsky): Builds F Ber  
 Italy (Rowell): Builds A Ven  
 Russia (Tully): Builds F StP(sc) and A Sev  
 Turkey (Martin): even

The deadline for Spring 1904 is Saturday, June 5, 1982.

Comments:  
 Russia  
 doesn't  
 build in  
 Warsaw:  
 is it  
 confidence  
 or  
 insanity?



Autumn  
 1903:  
 England:  
 F Lon  
 retreats OTB

\* = new  
 units

Foiling Operation Sealion  
-How to prevent an invasion of England.  
-By Bill Highfield

As I'm writing this article, The English Fleet is half-way to Argentina and a possible war. The negotiation is over and it's time to fight.

The point I'm making is that when negotiation fails England's army and airforce is minimal. It doesn't need them immediately.

The same holds true in Diplomacy. It does the English NO GOOD to build Armies until she has control of the seas assured:

The key to success with England is good negotiation. Usually, it's in England's best interest to preserve the balance of power. Sure, England has perhaps the best defensive position of the seven countries. However, England cannot withstand a combined attack from Russia, Germany, and France. Even an attack by two can be fatal. She must have friends.

(While covering negotiations please notice that alot of the ideas follow Rod Walker's. This was presented in "The Games Guide to Diplomacy" available from The Avalon Hill Game Comp. 4517 Hartford Rd. Balt. Md. 21214 for \$4.50 & 10% post.)

## 2 NEGOTIATIONS:

Austria: Aus. is not very helpful but could give you some good information. Be friendly and help him out.

France: Perhaps England's best friend and most useful ally. This powerful alliance is only beat by the Russo-Turkish alliance. Convenient because England goes North and France goes South.

Germany: England's second best ally and possibly perferable for these two reasons:

- 1) Germany has no need for a powerful Navy. And
- 2) England can hold the mid Atlantic Ocean herself.

Italy: England's position depends on her agreements with France. If France is an enemy, encourage an Italian attack. If France is friendly, Threaten Italy to Make her go East. Always keep the Possibility of alliance open.

Russia: Whoever Eng's target is, she wants neutrality or non-agression in Scandinavia. Make sure Russia heads South and not North! Russia may distract a hostile Germany, but not likely.

Turkey: The "Wicked Witch" is sometimes Eng's best friend. Keep negotiations going. England does not want Turkey destroyed. Hemmed up, yes, destroyed, no!

Of course, whatever you decide to do, it's fine with me. Remember, these are my views. You don't have to follow them.

## 3 Opening Tactics:

England is in a precarious position at the start of the game. France and Germany often demand a lot. And England doesn't know who to trust. England, more than any other country can afford to stay cool and await developements. For the first year. I've found that the best way to find friends among neighbors is the "Belgium" tactic first heard of (for me at least) in 'Supernova' by Bob Sergeant.

Basically, you ask both Germany and France to support your army into Belgium. Germany is told that it will help him against France and vice-versa for France is told that it will help him against Germany. In both cases, you agree to give it back as soon as possible.

This negotiating tactic is very potent as if someone supports you, you know that they're partial towards you. If both support you, you know that your in good position. Both country's feelings are discovered with little or no risk.

## 4 Opening Moves And Follow-Ups:

- 1) F LON-NTH, F EDI-NRG, A LPL-EDI

This opening (popularly called the "Churchhill Opening" after P.M. Churchhill's plan to invade Norway in WWII.) This opening is usually anti-Russian but can be anti-German or neutral. There are two Fall moves which can be used which are anti-Russian We'll call them IA & IB.



IA F Nrg-BAR, AEDI-Nwy, FNTH-C-AEDI-Nwy  
This is definately anti-Russian.  
This object of this attack will be St. Petersburg in 1902.

IB F Nrg-C A EDI-Nwy, F NTH-SKAG  
This move is my favorite. To use this you must be ABSOLUTELY sure of a German alliance against Russia. If you tell Germany too soon, he'll start thinking how nice it will be to have a fleet in the North Sea. If you tell him too late, you may not be able to coordinate your attack. This attack can yeild both St. Pete and Sweden. Better yet, it can be determined as anti-German. While F Nrg-Bar will definately cause a Russian build in St. Pete., F NTH- SKA is less likely to cause one.

Of course there are other variations of this first opening move, but they depend on the political situation.

2) F LON-Eng, F EDI-NTH, A LPL-WAL

This is definitely Anti- French. The threat is that you'll convoy the army to BRST. However, you can convoy it to Belgium instead and allow France's Fleet or army to slip into Brest and deny it as a build center for France's fleet.

A general rule for England is never, never, allow a foreign fleet in the North Sea. Get it back if possible.

More to come on openings in the next Hoof & Mouth.  
I think the next one will Be Austria. 'Till then.

NEW GAME STARTS FINALLY:

The name of this game is Beatlemania. (Why not? If Woody can call one of his games 'Lasagne' I can call one of mine 'Beatlemania'.) The CAST:

Austria: Jim Finley, 1716 Nisson Rd., Apt. C, Tustin, CA 92680  
France: Steve Arnawoodian, 602 Hemlock Circle, Lansdale, PA 19446  
England: Jim Meinel, 22440 Benson Rd. SE #E-3, Kent, Washington. 98031  
Germany: Bill Highfield, 2012 Ridge Rd. East, Rochester, NY 14622  
Italy: Ken Baker, 16250 Brookford, Houston, Texas 77059  
Russia: Larry McCloud, 520 Geary, San Fransisco, CA 94102  
Turkey: Brian McMains, 39 Dorothy Lane, Kings Park, NY 11754

The deadline for Spring 1901 is now Saturday, June 5, 1982. The deadline is extended one week so it will coincide with the new pubbing schedule for H&M #27.

Your GM is: Don Sigwalt, 125 Hebard ST., Rochester, NY 14605. Phone: (716) 232-1879.  
(Please see my houserules in this issue.)

#### SOME ZINE INFO (PW --- PORTER WIGHTMAN)

TACKY .10 plus postage/issue DIP, WS&IM openings monthly #10 (March)  
Lu Henry, 6056 Waverly, Dearborn Heights, MI 48127  
Multi-player games galore here. A bit warehousey but if you like a variety of games this looks pretty good. Reliability unknown as this was a sample sent in. PW

St. George & the Dragon 10/\$5.50 no openings except WW IIIB monthly #75 (March)  
Bob Sargeant, 3242 Lupine Dr., Indianapolis, Indiana 46224  
Except that I mailed orders on Mon to get to Indianapolis on Fri and they didn't arrive 'till Sat I've been happy with St. George. It's a warehouse zine with one S.F. review or movie review, it's very punctual though and generally error free. (If you want to be accosted by Highfield join the WW III B game in St. George.) PW

Europa Express 10/\$6.00 no openings monthly #13 (April)  
Gary L. Coughlan, 4614 Martha Cole Lane, Memphis, TN 38118  
One of the best zines in Dipdom. The best zine that also carries games. The letter column is great with Europeans writing in and giving a different view of the world. Gary writes and edits well and is a great faker also. I rate this zine best buy. PW

THE SCHEMER 12/\$4.75 game openings monthly #11 (April 1982)  
Steven Duke, RFD # 3, Fairfield Pike, Shelbyville, Tenn. 37160  
A nice looking zine with cartoons, letters to the editor, articles and games. Something for everyone. A nice balance between humor and non-humor. The last page of the last issue was a full sized conference map which is a unique but good idea. DLS

--- Sigwalt Victorious at SIMCON ---

by Porter Wightman

Our local Dip player's organization, Rochester Diplomacy Players' Organization - RADPO - had eight members entered in the tournament known as SIMCON at the University of Rochester over the weekend of March 19th. Two made it to the final round, John Scarpelli and Don Sigwalt. The first round of the tournament was marred by six player games. There were three six player games in the morning and two six player games in the afternoon. Thus our organization's percentage of getting to the final round (25%) was only slightly better than the overall percentage of people making the final round (23%) and of non-RADPO people making the final round (22%). On the other hand, since then two members of the top board have joined us, John Buck and Derek Kerber. Now we can say our percentage of reaching the finals was 40%. Welcome aboard Derek and John.

On to the game. The country assignments were as follows: Austria - Derek; England - Scott Jeffers; Germany - Tom Valone; France - Don; Italy - John Buck; Russian - John Scarpelli; Turkey - Al Autorino.

I leaves dropped on the first few rounds of negotiations. The first round found lots of people in confusion and the most important long term result of this was that Don thought both England and Germany were after him. Otherwise the main surprise came when Italy hit Trieste.

The moves, spring 1901: Aus F Tri - ALB, A Bud - RUM, A Vie - TYO; Eng F Edi - NRG, F Lon - NTH, A Liv - EDI; Fr F Bre - ENG, A Par - BUR, A Mar - SPA; Ger A Ber - KIE, A Mun - RUH, F Kie - DEN; It F Nap - TYH, A Rom - TUS, A Ven - TRI; Rus A Mos - ST.P, F St.P(sc) - BOT, F SEV - Bla; Tur A Con - BUL; A Smy - ARM, F ANK - Bla. Thus only one set of moves failed and Russia thought he was up the creek. At this time Turkey came out with an "Official Announcement". Printed up on a quarter of a sheet of paper that was shown to everyone was:

Official Declaration of War

Sevastopol will Fall !

Long Live Turks

AA.

That evoked the following from Italy:

RUSSO/ITALIAN

Alliance for the greater  
destruction of Turkey

Turkey replied with:

Official Declaration of War

on

Italian in the wrong country!

Eat meatballs Wop !

Meanwhile, back in the west, Don was madly making peace with England by pleading that he'd never have gone to the channel except that he'd heard England was coming after him. He even sicced Germany on England having Germany tell him that France was definitely going south. Thus the ultimate destruction of England began.

The moves F '01: Aus A Tyo - MUN, A Rum H, F Alb - GRE; Eng F NRG c A Edi - NWY, F NTH s A Edi - NWY, A Edi - NWY; Fr F Eng - LON, A BUR s A A Tyo - MUN, A Spa - POR; Ger A RUH - Mun, A Kie - HOL, F DEN H; It F Tyh - TUN, A Tus - VEN, A TRI s A Tus - Ven; Rus A ST. P - Nwy, F Bot - SWE, A UKR s F SEV, F SEV H; Tur F Ank - BLA, A ARM - Sev, A Bul - SER.

Most noteable here was Don's stab of both England and Germany. I thought it spelled certain doom. Also noteable is Don's use of Russia to force England's hand. He spilled the beans that Russia wasn't headed south with St. Pt. as a reinforcement, not that that was such a big surprise, but it was a harbinger of things to come. His support of Austria was purely balance of power as you'll see in the next move. Russia wasn't sure of Austria and thus gave up the Black Sea to Turkey.



1901 builds: Aus A Vie, A Bud; Eng O; Fr F Bre, A Par; Ger A Kie; It F Nap, A Rom; Rus A Mos; Tur A Con.

Don's presence as the largest western power is already established. Can he survive an E/G alliance as he has stabbed them both? Wait, more press.....

Official Treaty  
Eng - Turk  
Long Live Friendship  
&  
Cooperation  
AA.

Also:

Official Document of Italy  
Turkey - I plan to eat you for  
Thanksgiving - with stuffing.  
B

Finally:

Any Enemy of England is  
an enemy of mine.  
Face my wrath.  
AA.

So Turkey throws his lot with Austria, gets himself a foothold in the Balkans but - what? - France supports Germany back into Munich and buys himself precious time! He knew Austria was moving out so he took the opportunity to appease the German!

The moves, Sp. '02: Aus A VIE s A Bud - TRI, A Bud - TRI, A RUM s T A ARM - Sev, A Mun - TYO, F GRE H; Eng F Nrg - NAT, F Nth - BEL, A Nwy H (Ret FIN); Fr A Por - SPA, F Bre - ENG, F Lon - NTH (It works !?!), A Par - PIC, A BUR s G A Ruh - MUN; Ger A Ruh - MUN, A Hol - KIE, A Kie - BER, F Den - SKA (Expecting a non-existent Austrian attack?); It F NAP s F Tun - ION, F Tun - ION, A Rom - APU, A Tri - VEN, A Ven - ROM (Italy sounds the general retreat??); Rus F SEV H, A UKR s F SEV, A MOS s F SEV, A St P - NWY, F SWE s A St P - NWY; Tur A SER s A A Bud - TRI, A Con - BUL, F BLA s A ARM - Sev, A ARM - Sev.

Germany seems to be just melting away for France. England is so scattered he's good for nothing. The R/T war is stalemated, as usual, with huge resources tied up in it.

When fall comes Italy continues to press Turkey. Then he disbands his F Eas because Turkey says he can be "friends" since Italy is no longer in the "wrong" country!?!

The moves, F '02: Aus A TRI H, A RUM s T A ARM - Sev, A VIE - Tyo, A Tyo - PIE, F GRE H; Eng A FIN - StP, F Nat - IRI, F Bel - Hol (ret NTH); Fr A SPA H, A Bur - BEL, A PIC s A Bur - BEL, F Eng - MID, F Nth - EDI (everything works again!); Ger A Ber - SIL, A MUN s It A Ven - TYO, A KIE - Hol, F Ska - DEN, (He's still allied with France!?!); It F Ion - EAS, F Nap - ION, A APU H (?-bad move), A Rom - VEN, A Ven - TYO; Rus F SWE - Nwy, A NWY - StP, A MOS s F SEV, A UKR s F SEV, F SEV H (A good and lucky tactic saves St. P and keeps the forward units forward); Tur A SER s A BUL, A BUL s A SER, A ARM - Sev, F BLA s A ARM - Sev.

France's stock is really on the rise now. Three builds and still no enemy other than England! Italy's in trouble, Russia grows despite his. The 1902 builds and removals: Aus even (5), Eng -2 (1) removes F Iri, A St P (Russia's back is now secure. Look out Germany.) Fr +3 (8), builds F Bre, A Par, F Mar (He's now a true giant - who will attack him?); Ger +1 (5) F Ber (A totally useless piece?); It -1 (4) removes F Eas (Turkey talks himself out of trouble!); Rus +1 (6) A War (In the nick of time); Tur F Con (Only covers 1 Italian sea. This seems suboptimal.)

In the Spring '03 the press releases finally quit flying, negotiation is in dead earnest - some people don't want me to listen in anymore. I expect some surprises, and: Aus A Pie - TYO, A Rum - SER, A TRI s A Rum - SER, A Vie - GAL, F GRE s I F Ion - Aeq

(nso) (Peace breaks out between Italy and Austria just after the most forward Italian unit is removed! The Turk really takes it but the Austrian may be greedy going to Galicia too. You notice Piedmont ends up empty. Can't anyone see the turquoise pieces?); Eng F NTH - Eng Fr F EDI-Nth, F Mid - IRI, F BRE - Eng, F Mar - SPA (sc), A Spa - Gas, A BEL - Hol, A PIC - Bel, A Par - BUR (Germany sees the trouble now. Does anyone else?); Ger A SIL H, A MUN s A A Pie - TYO, (What? Maybe he doesn't see the trouble, or is suicidal!); A KIE - Hol, F BER - Kie, F DEN - Ska It F Ion - EAS, A APU H, A Ven - ROM, A Tyo - VEN (Didn't trust he'd get Austrian support to the Aegean!); Rus A NWY - Swe, F SWE - Ska, (Good intelligence, or more good luck?), A MOS s F SEV, A WAR - Sil, F SEV s A UKR - Rum, A UKR - Rum (Cuts the support just as effectively as A Ukr s F Sev and, may even get Rum. A good tactic.); Tur A SER unordered (The first miswritten order of the game. The pressure tells.)(It retreats to BUD), A BUL - Rum (Cutting expected support of Arm - Sev !?), A ARM - Sev, F BLA s A ARM - Sev, F Con - AEG.

Now that A/T have fallen out Don sees an opportunity to weaken G, help A stay alive and thus keep the east in turmoil. F '03: Aus A Gal - War (ret UKR), A Ser - BUL, A Tri H (ret SER), A Tyo - MUN, F Gre s A Ser - Gre (invalid and the second miswrite)(ret ALB); Eng F Nth - LON (Survives!); Fr F Spa (sc) - LYO (Look out Italy), A Gas - MAR, F Bre - ENG, F Iri - LVP, F Edi - NTH, A PIC - Bel, A BEL - Hol, A BUR s A A Tyo - MUN; Ger A SIL s R A War - GAL, A Mun s A SIL (ret RUH), A KIE - Hol, F Ber - BAL, F Den - SKA (Support R on one front, fight him on the other !?); It F Eas - ION, A Apu - VEN, A ROM s A Apu - VEN, A Ven - TRI (Changes direction again! How often can he vacillate?); Rus A MOS s F SEV, F SEV s A Ukr - RUM, F SWE - Ska, A NWY - SWE, A War - GAL, A Ukr - RUM (Actually takes Rum and plants the final nail in the Austrian coffin - it only remains to be pounded home.); Tur A BUD s I A Ven - TRI, A Bul - GRE, A ARM - Sev, F BLA s A ARM - Sev, F Aeg s A Bul - GRE.

Austria's retreat to Ukr was a little strange - and its result really confounded the Russian. Everyone continued to ignore France. The builds were straight forward. Winter '03: Aus -1 (4) removes A Mun; Eng even (1); Fr even (8); Ger -1 (4) remove F Bal (It never did do anything); It +1 (5) A NAP; Rus +1 (7) A WAR; Tur even (5). The only questionable build is Italy's A NAP, a fleet would be much more mobile.

In spring '04 the Russian made his first big mistake. In a set of moves calculated to do - God only knows - he failed to put the Aus army Ukr away and, instead, lost Sevastapol. France started forward again and England died. You'll also notice the only GMing error of the game here.\* A Pic should have made it to Bel since Bel displaced the A Ruh attacking Bel. (Paragraph IX, #7 example 5): Aus A Bul - RUM, A Ukr - SEV, A SER s F Alb - TRI, F Alb - TRI; Eng F Lon - YOR; Fr F LYO - TYH, A Mar - PIE, A PIC - Bel\*, F ENG s F NTH, F Lvp - WAL, F NTH s R F Swe - SKA, A Bel - RUH, A BUR s A Bel - RUH; Ger A Sil - BOH, A KIE H (?? bad move), A Ruh - Bel (ret Mun), F Den - BAL; It F ION - Tyh, A Nap - ROM, A VEN s A Tri, A Tri H (ret Tyo), A Rom - TUS; Rus F Sev H (anni), F Swe - SKA, A MOS s F Sev, A WAR s A Rum - GAL, A Rum - GAL, A Gal - UKR, A Nwy - SWE; Tur F AEG - Ion, A Gre - BUL, F BLA s AA Ukr - SEV, A ARM s A A Ukr - SEV, A BUD s A F Alb - TRI.

Will A/T stay together this time? Will Italy fight France? Tune in next move for the shocking answers!

#### A RIGHT of REPLY

By John Scarpelli

In the last issue of H & M you may have read an article on a FTF Dip game at Tom Braneckes' house featuring us locals. Comments were made about me, John Scarpelli by Bill Highfield. His remarks were that I was a Pig farmer from the Fairport farmlands. Just because he is a good friend of mine, doesn't mean I should put up with his insults. Aren't his stupid jokes and endless stories ~~enough~~ enough? He is just jealous of the beautiful countryside I live in, it's better than living in the ghetto he lives in. I would appreciate<sup>3</sup> if you would ignore any comments made by Bill "the dyed redhead" Highfield, as his mind is nothing more than a black void of senseless ideas branching around the insides of his empty head.

## SIGWALT'S HOUSERULES

1. The 1976 Rulebook unless otherwise modified below or in subsequent houserule changes.
2. As GM and publisher my word is final. I reserve the right to eject a player from a game if I feel the game would be better off without him(her). I reserve the right to change my houserules from time to time as I see fit. My interpretations of my house-rules are the only acceptable interpretations. In GM/player disputes, my word goes (or the player does). In spite of all this I am not a tyrant. I am more than happy to listen to a player's complaints and try to solve, to everyone's satisfaction, any problems that might arise.
3. If an adjudications error is made on my part, the error will be corrected if it is caught by myself or anyone else, as long as it is brought to my attention before the following seasons moves are published. Errors caught after the next seasons moves are out will not be adjusted.
4. Telephoned orders are accepted, but I do not spend much time at home nowadays. My mother is capable of writing down orders, however a warning is attached: Any orders relayed to me through my family are used at the player's own risk. If an error is made by my family in writing orders down, the error will not be corrected if published and the player will have to live with it. My family will not be held responsible for they will be doing the players a favor and not the other way around. Sometimes I will phone players for orders, sometimes I won't - it will depend on the situation at the time. In any event, if I do call it will be collect.
5. I urge all players to mail their orders in. It is best to mail them in early and to send duplicate orders on another day.
6. Aside from the moves themselves a player's orders should contain the following: a) the Boardman # for his game (or whatever name I give the game); b) the country he's playing; c) the season(s) and year(s) the orders are for; and d) the player's signature. You risk alot by omitting this info.
7. A player may change his orders as many times as he wants to as long as he does it before the deadline passes. The latest set will be used, unless the player specifically tells me to use an earlier set.
8. It is not neccessary to date your orders, however it is a very good idea to do so. If I have two or more different sets of orders from the same player for the same season, and neither one is dated (and there is no other way to determine which set is the latest or which one the player wants used), neither will be used and the player will be NMRed.
9. Preference lists of countries will be accepted but I can't guarantee every one his first choice. I will try to give all games a good geographical distribution.
10. If a player does not receive his game results within a reasonable time period after the deadlin, he should contact me so that his game position will not be affected.
11. It is the player's responsibility to inform me of any change of address.
12. When an NMR occurs a standby will be asked to submit orders for the next season for the NMRed position. If the player of record submits orders for the next season they will be used and the standby will be thanked for his trouble and sent on his way. If the player of record does not send in orders and the standby does, then the standby's orders will be used and the standby will become the new player of record. If neither submits orders a new standby will be called but the player of record can still submit orders in this case and remain in the game. I detest putting countries in Civil Disorder and will not do that as long as I have a standby handy.
13. A Diplomacy game year consists of 5 seasons: spring moves, summer retreats, fall moves, autumn retreats and winter adjustments. Summer and fall will be combined (have the same deadline), as will autumn, winter and spring of the next game year. These seasons may be seperated depending on how many players want them seperated. Generally at least 2 and sometimes 3 player requests will be needed.

MORE HOUSE RULES

14. Orders conditional on anything that happened in a previous season will be accepted. General and perpetual orders will not be accepted.

15. Any player may propose a concession to a player with less than 18 centers or a draw including any combination of surviving players at any time. For any proposal to pass, all surviving players must unanimously vote 'yes'. An abstention (no vote received) will be counted as a 'no' vote against all proposals.

16. Press is accepted and encouraged. Black (and gray) press will not be accepted unless a particular game is officially declared a black or grey press game.

17. Although players are permitted to deceive each other to their hearts content, it's not fair to fool the GM and anyone who tries it will be thrown out.

18. I have no clear cut deadline. I will accept order changes even if they're given after the announced deadline - AS LONG AS I HAVEN'T ALREADY ADJUDICATED THE GAME! Once the moves have been worked out the deadline has passed. Don't ever count on being able to get late orders in - always send orders in early!

SOME ZINE REVIEW FILLER

GD AND SON DIPLOMACY free(\$10 for a game,\$2.50 to standby) no openings  
5-7 weeks Vol 3 #9 (April)

Gregory J Dick, 17E Pembroke Circle, Wappinger Falls, NY 12590  
Diplomacy's most obscure zine, is how Gd dip has been described in the past. A cover sheet (one sided copy) and one sheet for each game (5 at the moment including an Engineering variant with fortifications) make up this limited circulation (approx. 15 people) zine. It's strictly warehouse and features Bernie Oaklyn in 4 out of the 5 games! He's being wiped out in them all as well! PW

Pterodactyl: ???? never openings ???? #1 (April)  
John Masters, 25711 N. Vista Fairways Dr., Valencia, CA 91355  
Probably to be short lived this is a ratings zine published to compare ratings systems and show off how well its author does in each. Sent out to all Black Frog subbers it probably isn't available on a new subscription basis. PW

EAST OF EDEN  
Jack Masters has ~~folded~~ this zine except for people playing in games in it. PW

\*\*\*\*\*  
Well, that does it for H&M #20. Looks like it may come out in a respectable time this time around. Many thanks again go to Porter for his help in putting this together. All I have to do now is GM 80 AB & 79 KR. Till next time take care. DLS

-12-

HOOF & MOUTH      HOOF & MOUTH  
Don Sigwalt  
125 Hebard St.  
Rochester, New York 14605  
(716) 232-1879

gGM: Porter Wightman

Don Ditter Dept.:  
1979 KR  
1980 AB  
1981 CS  
1981 CX  
1982 ??

Rod Walker  
"ALCALA"  
1273 Crest Dr.  
Encinitas CA

92024

